

Equitable Access and Makerspaces



Maker Workshop,
University of SC

- A unique learning environment that encourages tinkering, play, and open-ended exploration for all
- Laura Fleming

Maker Spaces can be
anything your patrons and
you want them to be!



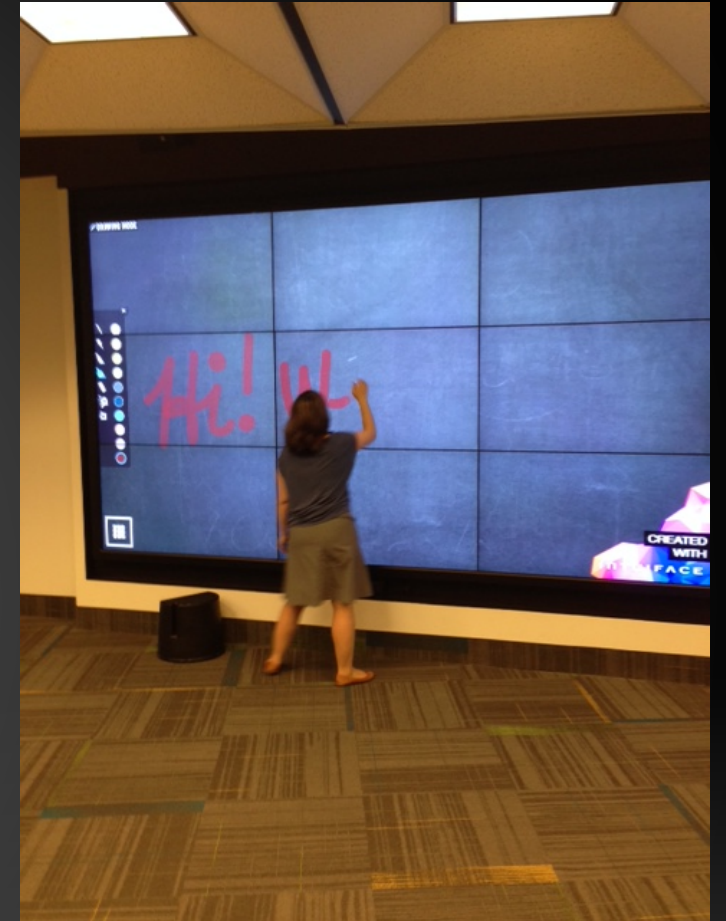
Digital Makerspaces

“Developing online spaces circumvents some of these geographic and infrastructural barriers, as well as affords connection to valued information sources produced outside the formal publishing system.”

Kitzie, Vanessa. (2017). Beyond behaviors, needs, and seeking: A qualitative investigation of information practices among individuals with LGBTQ identities.

What Are We Talking About

- Sometimes seen as the digital tools that can be used in a library maker location
- Digital video cameras, microphones, musical instruments, media editing software, 3D printers, computer programming kits, and robotics.



Orlando Public,
USA

Green Screens, Do Ink App, News/Video Programs

Image
Courtesy
of Leah
Joly



Green Screen Pizza Boxes



What About Fully Online Makerspaces?

- Accessible to anyone, anywhere
- Collaboration across locations
- Open spectrum of digital online tools offered
- Suite of options for library patrons
- What would that look like in your library?

Currently Made Up Of Tools

- Digital Storytelling Tools
- Music Creation/Recording Tools
- Video Creation Tools
- Presentation Tools
- Visual Art Creation Tools



UNCG SELF Design Studio

Google forms

UNCG's SELF Design Studio - Inquiry Form

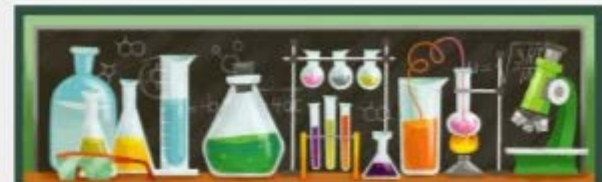
* Required

First name *

Last name *

Email address *

Question for the SELF Design Studio staff



*SELF Design Studio Maker Quests
Sign Up*

* Required

Fall 2015 UNCG School of Education
Educator Workshops

Location:
University of North Carolina - Greensboro
School of Education Building - Room 307

Mobile Making

“I liken a mobile makerspace to a food truck. A mobile makerspace can go to the patron instead of waiting for the patron to arrive. Food trucks, like mobile makerspaces, depend on demand and social media advertising.”

Craddock, Ida Mae. (2015). Makers on the move: A mobile makerspace at a comprehensive high school. *Library Hi Tech*, 33(4), 497-504.



DH Makerbus





Image Courtesy
of Frysklab,
Leeuwarden,
Netherlands

Maker Fleet



Image Courtesy of Brad
Gustafson, Greenwood
Elementary School,
Wayzata, MN



Accessibility

“Accessible “making” at the library can enrich the lives of people who are differently abled in many ways, allowing them to create items to improve their world, have fun, and identify hobby and career possibilities.”

Klipper, Barbara. (2014). Making makerspaces work for everyone: Lessons in accessibility. *Children and Libraries*, 12(3), 5-6.

Creating Maker Experiences Or Making For

- Visually Impaired
- Hearing Impaired
- Mobility Impairments (Wheelchair, Walker, Cane, etc)
- Cognitive Impairments
- Autism
- Cerebral Palsy

(For a more detailed list please see [ADA.Gov](https://www.ada.gov/))

North Carolina State Library



Storytelling Makerspace (Special Thanks to Laura Fleming)



Tactile Picture Books, University of Colorado Boulder



Visual Maps

Photo Courtesy of Adam Rogers, Hill
Library, NC State



Hearing Impairment



Orchid - Downstairs bedroom by Addison Place at Boca Raton (2012)

<https://www.flickr.com/photos/addisonplace/6696347287/>

Attribution (<http://creativecommons.org/licenses/by/2.0/>)

Photo Attribution by PhotosForClass.com

Setting Up Your Makerspace

- Facebook, Yahoo, Google has visually impaired employees to aid in accessibility issues on their sites. In other words, ask the experts. Show a video of your layout, get feedback
- Have instructions in multiple formats (Written, demo, video, braille)
- Make space layout wheelchair/walker friendly
- Be very aware of music/noise for autism spectrum guests
- Have outputs in a variety of formats (visual, tactile, auditory, taste)
- Your makerspace is ready for any audience, it may just need a few tweaks to be universally designed, to be inclusive for all

Marginalized Communities

“Libraries can create online collections and resources that combine the formal sources held by the library with those informally produced by individuals with LGBTQ+ identities.”

Kitzie, Vanessa. (2017). Beyond behaviors, needs, and seeking: A qualitative investigation of information practices among individuals with LGBTQ identities.

Things To Ponder

- Thinking about our patrons, inclusion of all
- Feature LGBTQ+ Authors and Artists
- Marketing toward LGBTQ+ novels, artists, designers, and much more
- The programming in general is no different, the lens and focus is more specific

Questions?

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